SNS-9N-USA

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Thank you for selecting Tin Star for your Super Nintendo Entertainment System. Please read the following instructions thoroughly to ensure the proper handling and use of your new games. Please save this manual for future reference. Note: Tin Star can be played with the Super NES Super Scope, Mouse controller or standard controller.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your Tin Star Game Pak. Keep this instruction booklet and warranty in a safe place for future reference.

WARNING: If the POWER switch is switched ON and OFF repeatedly, the accumulated contents of your Super NES cartridge may be deleted. Avoid turning the POWER switch OFF unnecessarily (before saving the game) or data may be lost.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

KIDS TO ADULTS
ANIMATED VIOLENCE

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The Legend of Tin Star

Well, howdy there pardner! What's that you say? You want to hear the legend of Tin Star? Why don't you pull up that thar stool, and I'll tell you a tale that is counted as legend, though I know for a fact that it's as true as a Buffalo Bill rifle shot.

First, let me oil up my jaw, seein's how I don't get to tell this tale too much anymore... **squeenk, squeenk**... My grandpappy, who was a citizen of the town of East Driftwood more than a hundred years ago, told me the story and by gum if'n he wasn't the straightest shooter when it came to the Ol' West.

Nobody knows where Tin Star came from. He would just appear when a town was desperate for a squeaky-clean lawman. Some folks said he was raised back east by one of the first washing machines ever made, while others said he was constructed at a rifle factory, seein's how he was the best shot ever.

Well, it really don't make no difference—all that mattered was that this lawman saw things different from most of the hooligans that headed out west. He had a faithful steed named Aluminum that could run all day. His arsenal was his peacemaker. Finally, he had his code of good guy rules that he checked anytime he needed to know how to conduct his brand of justice. He had a funny rule that he would remove his hat, the one with the brim full of goodness, only on Sundays. You know, Pappy did tell me that Tin Star was lacking a bit of steam in his boiler, if you know what I mean. Brains aren't the most important thing to a gunfighter. Tin Star's reflexes kept him out of trouble more times than I can count.

Tin Star had been cleaning up towns across the ol' West for many a year. He ran more outlaws out of town than those "legends" that have been gettin' all the press. He knew what to do when it came to brawls, bank robberies, jail breaks and all the other hazards o' the West. His trusty six-gun threw out so much lead that you coulda opened up yer own pencil factory. Once he had taken care of business in a town, he'd be off lookin' for another trouble spot where his talents would be appreciated.

Tin Star ran into his biggest challenge in the town of East Driftwood. Grandpappy was just a kid when Sheriff Tin Star came into town on the stagecoach. The town was havin' real tough times with a bunch of varmints named the Bad Oil Gang. The gang wanted to control the whole kit and caboodle. They were led by an ornery outlaw named Black Hart. The trouble all began as soon as Tin Star stepped off of the stagecoach and broke a potted plant...

CONTROLLER INFORMATION

Tin Star is the first Super NES game pak that can be played using the Super NES Super Scope, Mouse controller or standard controller. Try each to see which controller works best for you.

SUPER SCOPE

You will be given the chance to adjust the aim of your Super NES Super Scope at the beginning of the game. When using either the Mouse controller or the standard controller, the Adjust Aim screen will not be displayed.

FIRE BUTTON – Fire/Continue viewing text

PAUSE – Pause/Unpause, Access the Adjust Aim screen

CURSOR BUTTON – Bring cursor onto the screen in Action/Name entry screens

Note: The Turbo Function is not used in Tin Star.

MOUSE

LEFT MOUSE BUTTON – Fire

RIGHT MOUSE BUTTON – Pause/Unpause

Pressing both buttons simultaneously – Bypass story text/ Exit Understairs screen

STANDARD CONTROLLER

CONTROL PAD — Moves Cursor on screen

START BUTTON — Start Game, Pause/Unpause

SELECT BUTTON — Select Options on title screen

A or B BUTTON — Fire

L, R, X, Y BUTTON — Accelerate cursor

HOW TO START

Insert the Tin Star game pak into your Super Nintendo Entertainment System and turn the power switch to the ON position. The title screen will appear.

To start the game while using the Super Scope, shoot anywhere on the title screen. You may also access the Options screen by pressing the Pause button, and then shooting the screen.

When using the Mouse controller, simply click the Left Button to start game play. You can access the Options screen by clicking the Right Button to highlight Options, then clicking the Left Button to enter the Options screen.

With the standard controller, press START to begin game play. You may also press SELECT to highlight Options, and then press START to enter the Options screen.

Game Features/Operation

The game screen displays your score, which is tallied in dollars, in the top, left-hand corner. Tin Star's Life Meter is displayed in the bottom left area of the game screen. When you encounter a boss, his Life Meter is displayed in the lower right-hand corner.

Tin Star loses life as he is shot by members of the Bad Oil Gang. When Tin Star is shot, the screen will flash red.

During action scenes, canteens will periodically fly across the screen. If you shoot a canteen, a portion of your Life Meter will be replenished. Canteens will enter the screen at a variety of points, speeds, and angles. If your life is low, keep your eyes open for a canteen!

If Tin Star loses all of his life, you will continue play at the beginning of that level, provided that you have a Continue available. You start the game with three Continues.

You also have the chance to save your progress after completing each stage. Saving your progress will cost you some of your cash. There are three separate files where you can save your games.

SCREENS/STAGES-GENERAL

As Tin Star, you will progress through one week of shoot 'em up action. Each day is comprised of a variety of scenes.

TRAINING — **Each day begins with a training session. Practice your gunslinging and try to rack up as much money as possible. Test your aim by shooting the jugs on the screen. A jug will twirl up into the air when shot. As the jug comes down, shoot it again to "juggle" it and rack up loads of cash. A jug will break if it hits the bottom of the screen. The color of the jug also changes and will break [illegible].**

ACTION — **This is your chance to show off your shooting skills. You must fight your way through such scenes as cattle stampedes, train and bank robberies, barroom brawls and jail breaks, just to name a few. Get rid of the members of the Bad Oil gang as they appear on the screen. Don't let them stay on the screen too long, or they'll be using YOU for target practice. Try shooting everything on the screen—you never know what you can hit for extra money. Some of the action screens will also have a boss at the end of the scene.**

SHOWDOWN — **At the end of the day, you'll usually have to face one member of the Bad Oil gang in an old-fashioned quick draw gunfight. As you face down your adversary, watch for the "Draw" icon, which is shaped like the cylinder of a revolver, to appear. Quickly shoot the icon, and then get your opponent in your sights and blaze away. Speed and accuracy are most important in this scene.**

BONUS SCREENS — **You can access special bonus screens based on your performance. The bonus screen will help you pick up large amounts of money.**

Note: Try to get as many dollars as possible. Tin Star has different endings based on how much money you have at the end of the game.

In Tin Star, you will progress through the days of the week as you protect East Driftwood from the Bad Oil Gang. Many of your challenges are covered on the following pages. Read carefully for some hints on getting through some of the tough spots.

MONDAY

COACH RIDE – Your coach ride into town is an eventful one as you run into your first batch of outlaws. There is a boss, Joe Twiddley, who you must defeat to make it to town. Joe is tough because he jumps all over the screen. Shoot him as he bounces!

CATTLE STAMPEDE – Ride to the head of a cattle stampede where you'll find Bareback Jack, the head rustler. Bareback Jack is an accomplished rider, and he'll spin when you shoot him. If you happen to see the target that Black Bart stuck to Jack's back as a joke, shoot it quick! Keep pegging the cattle thief until he's done for.

SHOWDOWN – Tiny Johnson shows up with you, and he's none too happy about the greeting you had for his geranium when you came into town. Tiny is big and accurate with his shots, though he's a slow draw, and his size makes him easier to hit. Welcome to the West!

TUESDAY

TRAIN ROBBERY – The first train to ever stop in East Driftwood is set for a rude welcome! Black Bart wants to be sure that the town stays isolated so that he can maintain control. Keeping outside interference to a minimum is high on Black Bart's list of priorities. Tin Star has to make sure that the train rolls into town, especially since the Mayor's got something on board that he's been waiting for...

WAGONTRAIN – After their failure with the train, the Black Bart's henchmen turn to a passing Wagon train as a target for their mayhem. Tin Star must defend the helpless pioneers on their way out west. The outlaws appear suddenly, so be sure to react quickly!

SHOWDOWN – Snake Oil comes to town looking for Tin Star. Snake Oil is quick, but a terrible aim since he lost his spectacles. There may be times that Snake Oil beats you to the draw, but he doesn't hit you.

WEDNESDAY

JAIL BREAK — Tin Star figures that the hoosegow is the only place for the likes of Snake Oil. Black Bart plans a jailbreak that involves disguising members of the gang. Blowing up the jail is the best way to free Snake Oil, in Black Bart's opinion. Be sure to keep all desperadoes off the roof of the jail. Watch out for the clever disguises used by the Bad Oil Gang.

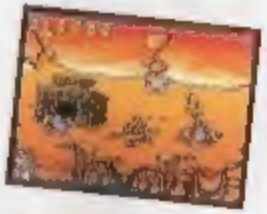
CHASE — Tin Star manages to fight off the Bad Oil gang, but the gang rides off, with Tin Star in hot pursuit.

SHOWDOWN — Bugsy Johnson is in town, and he's out for revenge! He's looked out for Tiny ever since Ma and Pa Johnson were scrapped and turned into sewing machines. Being on your own makes you look for ways to beat the system, and Bugsy is known as one of the biggest cheaters around. Watch out for any tricks he might pull during the showdown.

THURSDAY

SHOOTOUT IN TOWN — The Bad Oil gang has come to town and are busy shooting up the place. Tin Star has plenty to deal with as he makes his way down the only street in town. Black Bart's bandits are plentiful, and they are led by the dastardly Blouney Brothers. Watch out for innocent bystanders when battling the Blouney Bros.

BANK ROBBERY — The gang's true intentions for entering town become clear when Mo reports that the Bank is being robbed. It's up to Tin Star to make sure that the townsfolk's life savings don't end up in Black Bart's hideout.



SHOWDOWN — Lucky Johnson, brother of Tiny and Bugsy, wants to teach Tin Star a lesson about messing with the Johnson clan.

FRIDAY

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TRAIN – The gang makes another attempt to rob the train. Tin Star is again called upon to save the day.

CATTLE – The train robbery ends with Black Bart frightening the local cow herd. Tin Star wants to get the herd to a new pasture, but he has to deal with Black Bart's bandits first.

SHOWDOWN – Crude Oil, Snake Oil's brother (who doesn't need glasses), finally thanks Tin Star down and calls him out for a showdown.

SATURDAY

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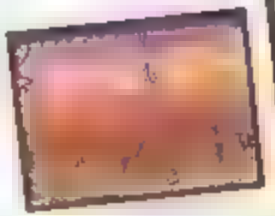
SHOOTOUT – In a strange turn of events, Tin Star has to make a hasty retreat through town. As luck would have it, the Blustery Brothers are also in town.

DESERT – The desert is not a kind place to down and out lawmen. Tin Star dreams about the day when he can sip a cappuccino and watch the sunset.

SUNDAY

TOWN Tin Star heads back into town, maybe mostly to get a cappuccino. The Bad Oil gang is taking a coffee break of their own. Tin Star, who didn't know the Bad Oil gang liked cappuccino too, slips into the saloon and a fight ensues.



HIDEOUT Tin Star wants to stop Black Bart once and for all. Aluminum has proven to be the best horse a lawman could ever want. Will Aluminum be able to take Tin Star all the way to the Bad Oil gang's hideout?

CHARACTERS

Tin Star

Tin Star is the complete good guy. He's tall, handsome, virtuous and, maybe, a bit too big for his britches. He's not the most intelligent robot in town, in fact you may say he runs about a quart [illegible] much of the time, though he has a good [illegible]. He [illegible] to [illegible] and he has no limit of bullets when [illegible] time. If he's not cleaning up the town, you can be sure to find Tin Star on a coffee break.

Aluminum

Tin Star's trusty steed Aluminum is always ready when Tin Star calls. If speed is the question, then Aluminum is the answer. Outracing cattle stampedes is easy for this fine specimen of equestrian strength. Hi Ho.

Maria Bean

The virtuous daughter of Judge Soy Bean. She is in love with Tin Star, but he is much too busy dealing with outlaws to have time for her. No matter what trouble may befall our hero, Maria will stand by him because she knows only a good guy could have a chin like Tin Star's.

Judge Soy Bean

The dignified mayor of East Driftwood. He is eloquent and always ready to give a speech. He has been trying to get the train to make stops at East Driftwood for a long time. He is the proud father of Maria, the belle of the town.

Mo Crash

Tin Star's faithful sidekick and right-hand man. Mo often helps Tin Star when he needs to be steered in the right direction. His brother is Schemp, and the two of them have been feuding ever since that extortion incident back in the second grade.

Undertaker

[illegible] undertaker always has his tape measure handy. He's prepared for any incidents that might [illegible] Driftwood. He'll be [illegible] measurements after your [illegible] with the [illegible] of your battles by awarding [illegible] points. He also checks the damage you do to the town, and charges you accordingly.

BAD OIL GANG

Black Bart

The mean, evil leader of the Bad Oil Gang. He will try anything to keep control of East Driftwood. Black Bart is not known for his good manners or his hygiene. His gang has a tough time just hanging out with him sometimes, especially when they are downwind. Black Bart likes to have members of the gang fight his battles for him, though he is one of the fastest guns in the West.

Schemp Crash

Mo[illegible] brother and Black Bart's main henchman. Schemp says that he is the favorite of Mo Crash, but Mo is always ready to challenge that claim. Schemp and Mo never get tired of trying to insult and [illegible] each other.

Tiny Johnson

The first of the Johnson brothers that you may face. The trouble all starts with Tiny's prize germinal getting broken by Tim Star. The [illegible] tello is not very quick on the [illegible] accurate.

Bugsy J

The second Johnson brother you face. As with many brothers, he tries to keep an eye on his younger siblings. He's out to take care of Tin Star for Tiny. Bugsy is an average gunfighter, but he likes to cheat so watch out for his tricks.

Snake Oil

Another member of the Black Oil gang that is not happy about what Tin Star did to Tiny's geranium. Snake Oil is a tough talker and a real quick draw, but he's not very accurate.

Crude Oil

One of Black Bart's best gunfighters. Beating Crude Oil requires lightning reflexes and pinpoint accuracy.

Lucky J

Another Johnson brother that challenges Tin Star to a showdown. Lucky wants to avenge his two brothers and Tiny's geranium. Be careful with Lucky because his touch of his reputation is based on his amazing luck instead of skill.

The Kid Johnson

The last Johnson brother you must face. This mysterious gunfighter is said to be the fastest gun in the west. This could be Tin Star's toughest challenge!

TIPS & HINTS

Some of your enemies fire quickly, others wait. Take out those that fire first.

ENEMIES THAT APPEAR CLOSE TO YOU WILL DO MORE DAMAGE THAN THOSE FAR AWAY.

IN SOME STAGES, ENEMIES MAY APPEAR IN THE DISTANCE, SO KEEP YOUR EYES OPEN FOR MOVEMENT ON THE HORIZON.

When Tin Star is riding or walking through a stage, his progress slows if he is continually firing. If you are not firing, he will move quicker.

IF YOU ARE USING THE MOUSE CONTROLLER, KEEP THE CURSOR MOVING A BIT DURING THE GUNFIGHT SCENES SO THAT YOU CAN REACT QUICKER.

NOTES

REV-A

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REV-E

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